

ABSTRACT

DEVELOPMENT OF INTERACTIVE MULTIMEDIA ANIMAL NAME RECOGNITION IN PERTIWI LEMBERANG KINDERGARTEN BASED ON ANDROID

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Pertiwi Kindergarten Lemberang is one of 27 Kindergartens in Sokaraja District, Banyumas Regency, the majority of students in Pertiwi Kindergarten Lemberang experience a lack of interest in wanting to know animal names because the learning method uses APE (Educative Learning Tool) which is made of wood, and most of the parents tell of complaining about students who often play games on smartphones outside of school hours, such as at home. In general, the games that are played are only momentary entertainment games which have less benefit for children's knowledge. In this study the authors developed research using the MDLC (Multimedia Development Life Cycle) method. MDLC is used because, according to previous research, the stages of implementation of the model are suitable and appropriate for designing media application development, namely a combination of media images, sound, video, animation and others. The aim of the research is to find out how to design and build an Interactive Multimedia that can provide convenience for teachers, and can use interactive multimedia to make students active and can change the class atmosphere to be more joyful and also have no difficulty in recognizing animal names. While the benefit of this research is to increase the students' scores on animal knowledge. Interactive Multimedia was developed using Adobe Animate CC software, 12 tests, of which 12 tests have valid status and 0 tests have invalid status.

Keywords: Interactive Multimedia, Introduction to Animals for Early Childhood, MDLC, Adobe Animate CC